EXPERT LEVEL

MAGIC The Gathering®

ONSLAUGHT™

Rules Insert

Morph

The *Onslaught*™ set presents a new ability called morph. You can play a creature with morph face down by paying 3 instead of its mana cost. A face-down creature is a 2/2 colorless creature with no abilities, no name, no creature type, and mana cost 0. No one but you knows what it really is. Any time you could play an instant, you can pay the creature's morph cost (located next to the word "Morph" on the card) to turn it face up. Simply flip it over and pay the cost. When it's turned face up, it becomes whatever the card says it is.

Flying
Ascending Aven may block only creatures with flying
Morph 2 (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)

- You can look at a face-down creature you control at any time. You can't look at face-down creatures other players control.
- When a face-down creature leaves play, it must be shown to all players. All face-down creatures in play must be turned over when the game ends.
- If you control multiple face-down creatures, you must make sure everyone knows the order they came into play. You can use dice or markers to help you keep track.
- A creature that's been turned face up is the same creature that was face down. It keeps any enchantments and counters it has. Damage dealt to it carries over. And turning face up doesn't count as coming into play.
- Turning a card face up doesn't use the stack, so your opponent can't respond. When you want to turn over a face-down creature, no one can stop you!
- Some spells and abilities turn creatures with morph face up or face down. If a creature is turned face up this way, it becomes whatever its card says it is, but its morph cost isn't paid. If a creature is turned face down, it becomes a 2/2 colorless creature with no abilities, name, or creature type.

Fear

"Fear" is a new keyword for an old ability. It simply means "this creature can't be blocked except by artifact creatures and/or black creatures." The keyword was named after the Alpha card Fear, the first card to ever grant this ability.

"Tribal" Cards

Many *Onslaught* creatures and spells have abilities that refer to creature types. They're nicknamed "tribal" cards because they work better when creatures from the same tribe (creature type) are in play.

Wirewood Pride
Creature
Target creature gets +X/+X until end of turn, where X is the number of Elves in play.
"Through you may know this haven we have found, may our strength never leave you."

- Some creatures have more than one type. For example, a Zombie Cleric is both a Zombie and a Cleric. Spells that affect Zombies will work on it. Spells that affect Clerics will also work on it.
- The Mistform creatures, a wily bunch of blue Illusions, let you change their creature type(s) to the type of your choice. When you change a creature's type, it loses all its old types and gains the one new type you've chosen.
- Face-down creatures don't have creature types, so they can't normally be affected by tribal spells.

Cycling

The *Onslaught* set revisits the cycling ability, an old favorite first printed in the *Urza's Saga*™ set. If you're holding a card with cycling, you can pay its cycling cost and discard it from your hand to draw a card. This time around, the costs are more interesting and some cards even have extra effects when cycled. Since cycling is an activated ability, you can play it any time you could play any other ability. You're not playing a spell, so cards like Counterspell can't counter it.

Chain Spells

The *Onslaught* set contains five Chain spells. Each time a Chain spell affects you or a permanent you control, you can "chain" it to someone or something else. For example, Chain of Smog says, "Target player discards two cards from his or her hand. That player may copy this spell and may choose a new target for that copy." When a Chain of Smog (either the actual card or just a copy) targeting you resolves, you can make a new copy and chain the spell to someone else.

These rules are current as of October 1, 2002.

Illus. Kev Walker

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